Gerrard – Allison Construction Update

WEEK ENDING: February 14, 2010 **CONTRACTOR:** Eagle Valley Inc

PROJECT COMPLETION: 23% (Based on invoicing presented to date)

NOTICE TO PROCEED: December 4, 2009

SUBSTANTIAL COMPLETION: September 17, 2010

FINAL COMPLETION: October 10, 2010

INSPECTION TEAM: American Structurepoint

As we near the quarter-mark, this remarkable project continues to move along. Residents of the area express great interest in the project and amazement at the precision with which the work is being done. Obviously, winter construction is challenging and the snow events of the past 10 days have had a modest impact.

The underground detention tank is complete, as is the installation of the best management practice (BMP) treatment facility. The continued focus is on installation of the storm grates, inlets, and PIPE!

Key milestones and accomplishments:

- Eagle Valley has completed utility exploration by potholing in the North and South Project areas
- Eagle Valley has completed the storm water treatment system and tied the pipe into the existing sewer.
- Contractor is laying storm sewer trunk line along 20th Street and has completed up to Gerrard Avenue. The trunk line is complete
- A second Eagle Valley crew has completed storm sewer construction on Auburn Street, Fisher Avenue and Winton
- Eagle Valley has completed water main lowerings in the North Project Area
- American Underground has completed AT&T utility relocation on 20th St.
- Miller Pipeline has resumed utility relocation for Citizen's Gas in the South Project

Projected Work Forecast for week ending February 21, 2010

- Continue storm sewer construction on 20th Street and Allison and Gerrard Avenues.
- Begin water main lowering in the South Project area.

***Construction often causes traffic and access problems—and this project is no different. We have made every effort to keep residents up to date and informed on when we will be in their area. If you have questions, concerns or want more information, please call 246-4100.